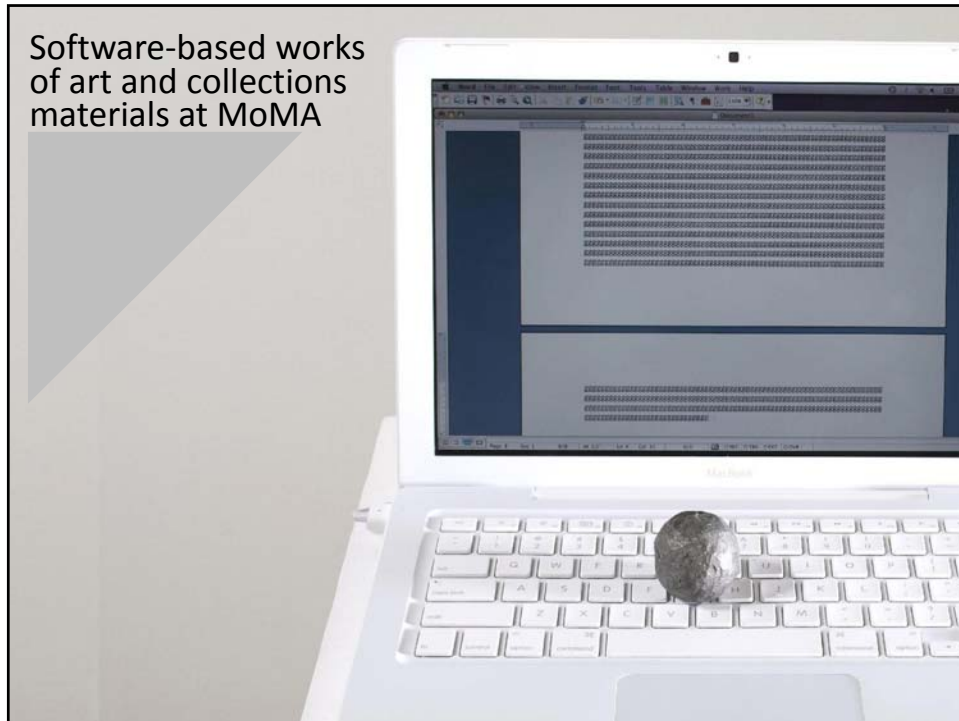
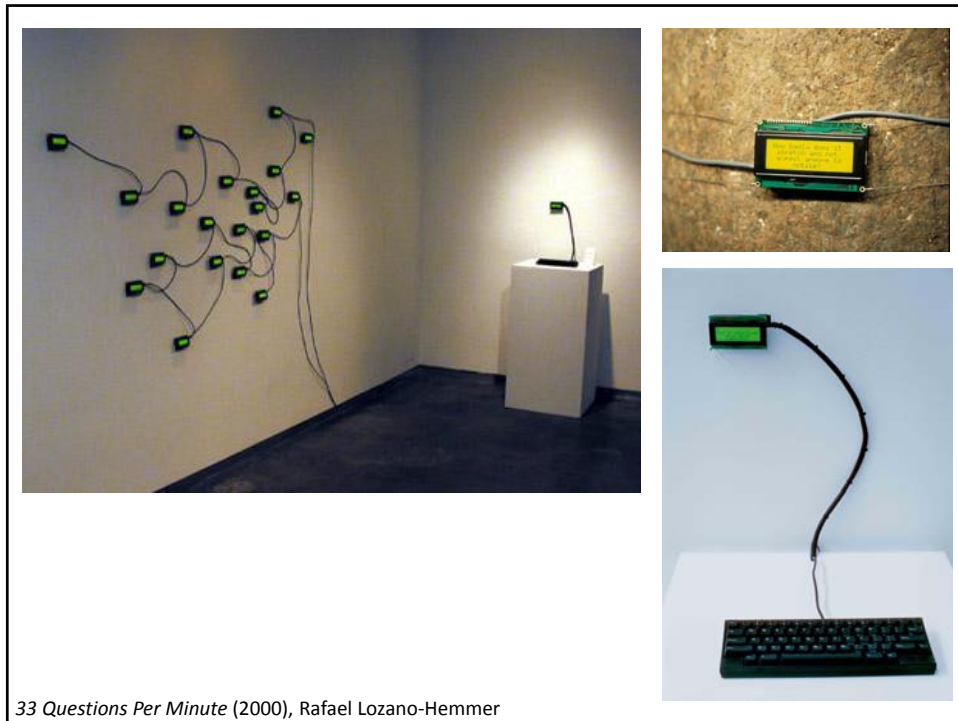
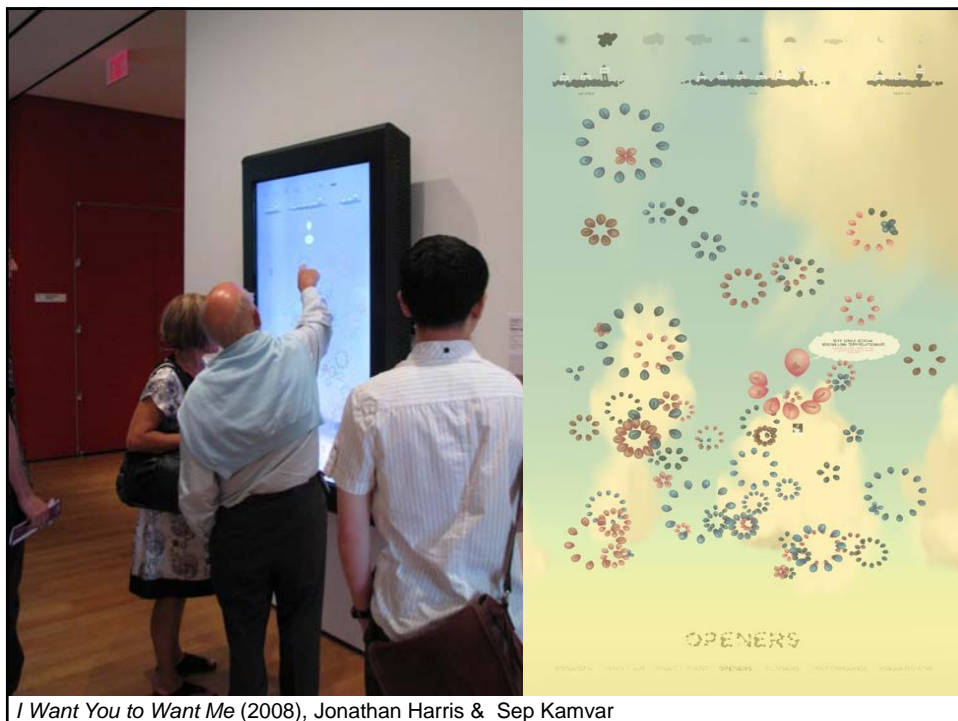


Software-based works  
of art and collections  
materials at MoMA

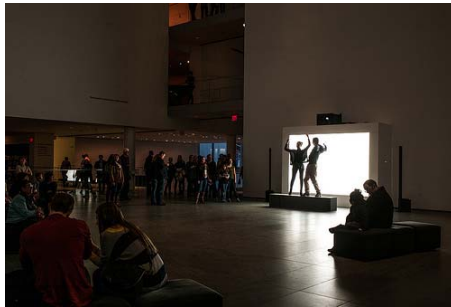




33 Questions Per Minute (2000), Rafael Lozano-Hemmer



I Want You to Want Me (2008), Jonathan Harris & Sep Kamvar



*Shadow Monsters*, 2004 by Philip Worthington  
Java, Processing, BlobDetection, SoNIA,  
and Physics software

Museum of Modern Art, 2012



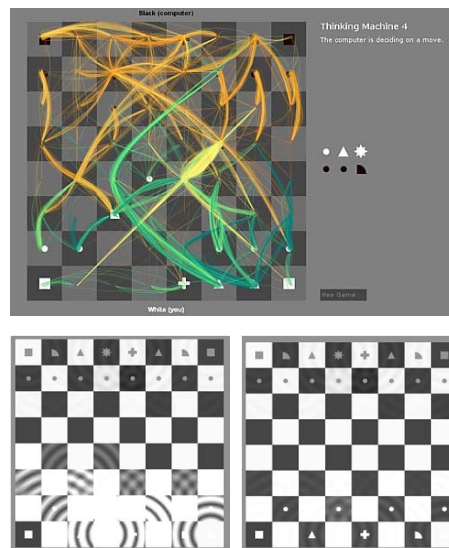
*Tetris*, 1984 by Alexey Pajitnov  
Video game software  
Museum of Modern Art, 2013

## Media Conservation at MoMA

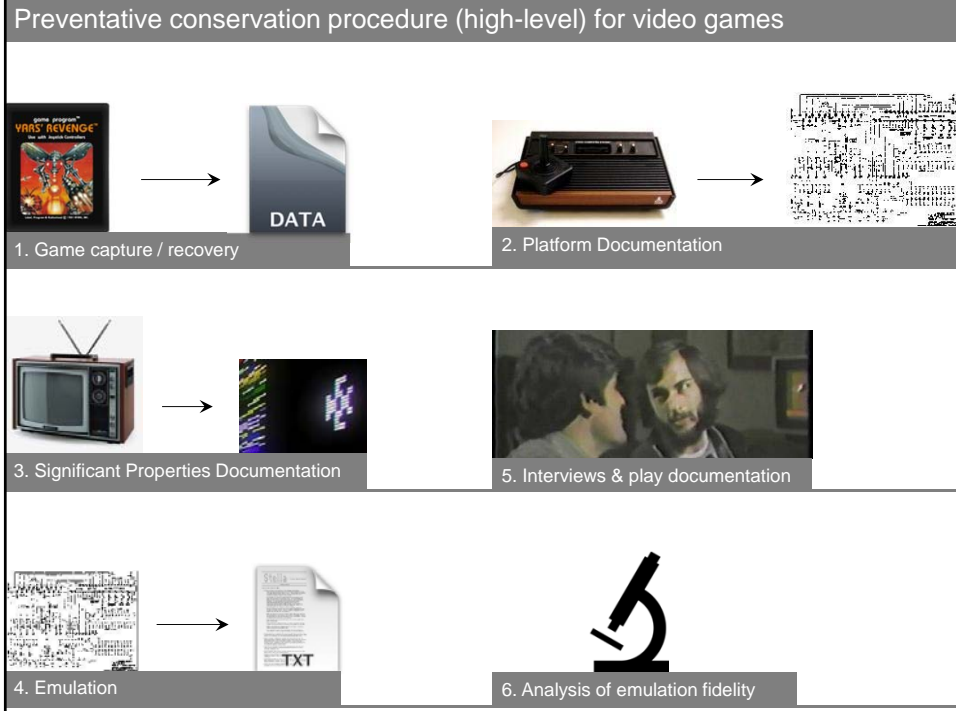


## Some of what we are doing

- Documentation practices
  - Source code documentation
  - Technical documentation of dependencies
  - Qualitative documentation of significant properties
- Acquisitions
  - Capture / ingest policy & procedure
  - Preservation rights
- Exhibitions
  - Display strategies
- Storage
  - Physical
  - Digital







DRMC

Space Invaders (1978), Tomohiro Nishikado

Supporting technology relationships

Search for related supporting technologies

Insert your search here...

Current selections

MAME 0.153

Type: requires

Description:

Save Remove all the relationships Cancel

Space Invaders

Components

AVI package file

Program Source List

PC Board Photo Picture

Schematics

Assess

AIP

Score: 0150

Context browser


File list:

Space Invaders	14.08 KB
Space Invaders	95.07 KB
Space Invaders	31.09 KB
Space Invaders	13.18 KB
Space Invaders	122.78 KB
Space Invaders	146.14 KB
Space Invaders	484.9 KB
Space Invaders	134.25 KB
Space Invaders	15.58 KB
Space Invaders	1.21 MB

DRMC

vndrmcatom02.museum.moma.org/drmc/works/450

Works > Space Invaders



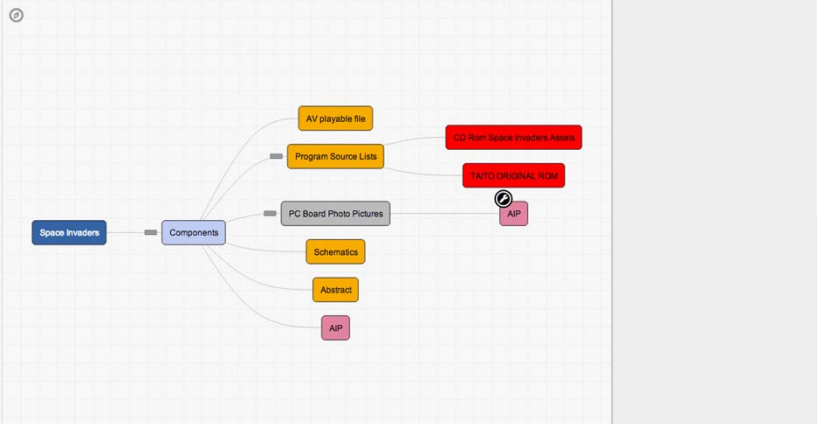
SCORE<1> HI-SCORE  
0150 3220

TMS metadata

Accession number	701.2013
Object ID	169996
Title	Space Invaders
Year	1978
Artist	Tomohiro Nishikado
Classification	A&D Graphic Design
Department	Architecture & Design
Medium	Video game software

Context browser

hide relationships fullscreen maximize ranking direction collapse all



```

graph LR
    SpaceInvaders[Space Invaders] --- Components[Components]
    Components --- A1[A1/ playable file]
    Components --- PSL[Program Source Lists]
    Components --- PCBP[PC Board Photo Pictures]
    Components --- S[Schematics]
    Components --- Abstract[Abstract]
    Components --- AIP[AIP]
    A1 --- RSI[ROM Space Invaders Assets]
    PSL --- RSI
    PCBP --- RSI
    PCBP --- AIP
    S --- AIP
    Abstract --- AIP
    AIP --- AIP
    RSI --- AIP
    
```